46 Alusair Obarskyr

LEVEL 11 | AC 26 | DEF 24 | SPEED 5 | HP 75

ATTACK ACTIONS

Holy Sword: +18 vs AC; 10 + 10 radiant Damage

Blessed Charge: (only on charge) +16 vs AC; 20 radiant Damage AND 1 ally within 5 squares of this creature heals 10 HP

ABILITIES
Good • Human • Divine
Unique

SPECIAL POWERS

Divine Challenge: Minor action. Choose 1 enemy within 5 squares of this creature; until start of this creature's next turn, whenever that enemy attacks and does not target this creature, it takes 10 radiant Damage and has -2 Attack on that attack roll.

Keen Critical 19

CHAMPION 3 ❑❑❑

- Use at start of round. Allies have +10 radiant Damage on charge attacks until end of round.
- Use when this creature or an ally becomes Bloodied. That creature heals 10 HP and can shift 1 square.

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25 Anvil of Thunder

LEVEL 8 | AC 24 | DEF 20 | SPEED 6 | HP 55

ATTACK ACTIONS

Axe: +15 vs AC; 15 Damage

Hammer: +15 vs AC; 10 Damage AND push 1 square

Anvil of Thunder: +14 vs AC; 20 Damage AND Stunned

ABILITIES
Dwarf • Martial

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9 Celestial Black Bear

LEVEL 3 | AC 15 | DEF 13 | SPEED 7 | HP 35

ATTACK ACTIONS

Claw: +5 vs AC; 15 Damage

Smite Evil: (Evil target only) +5 vs AC; 25 Damage

ABILITIES
Good • Magical Beast
+4 DEF (Will)

SPECIAL POWERS

Powerful Charge 5: +5 Damage on charge.

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29 Cleric of St. Cuthbert

LEVEL 7 | AC 21 | DEF 20 | SPEED 6 | HP 50

ATTACK ACTIONS

Mace: +14 vs AC; 15 Damage

Deific Vengeance: (range 10) +12 vs DEF (Ref); 10 radiant Damage

ABILITIES
Human • Divine

SPECIAL POWERS

Defender: Immediate, when an adjacent enemy makes a attack against an ally; make a attack against that enemy.

CHAMPION 2 ❑❑

- Use when an enemy damages an ally. That enemy takes ongoing 10 radiant Damage (save ends).
- Use at start of round. Until end of round, Divine and Martial allies have Defender.

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60 Dragon Samurai

LEVEL 13 | AC 27 | DEF 25 | SPEED 6 | HP 80

ATTACK ACTIONS

Unerring Sword: +18 vs AC; 20 Damage; rolls of natural 1 are not automatic misses with this attack

Flame Breath: (blast 3) +16 vs DEF (Ref); 20 fire Damage, 10 fire on miss

ABILITIES
Human • Martial

Single Combatant: +4 AC and +4 DEF while only 1 enemy is adjacent to this creature.

SPECIAL POWERS

Strength of the Ancients: While this creature is not Bloodied, Dragon allies have +4 Attack.

Warrior Spirit: Use at start of round; this creature has Multi-Activation 2 (Activates twice per round) until end of round. RECHARGE when first Bloodied.

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38 Exorcist of the Silver Flame

LEVEL 8 | AC 24 | DEF 20 | SPEED 5 | HP 65

ATTACK ACTIONS

Bastard Sword: +15 vs AC; 15 Damage

Inquisitor's Flame: (range 5; Undead, Shapeshifter, or Evil target only) automatic hit; target has Vulnerable 5 All until end of battle

Silver Longbow: (sight) +9 vs AC; 5 + 5 radiant Damage

Silver Strike: +15 vs AC; 15 Damage AND Dazed; Undead, Shapeshifter, or Evil target is Stunned instead

ABILITIES
Good • Human • Divine
+4 DEF (Will)

CHAMPION 3 ❑❑❑

- Use at start of round. Until end of round, creatures in your warband have +2 Attack (+4 Attack against Undead, Shapeshifter, or Evil targets).
- Use when an ally hits with a attack. That ally heals 10 HP.

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4 Hill Dwarf Warrior

LEVEL 2 | AC 16 | DEF 16 | SPEED 5 | HP 20

ATTACK ACTIONS

Dwarven Waraxe: +8 vs AC; 10 Damage

ABILITIES
Dwarf • Martial

SPECIAL POWERS

Poison Resilient 10: Resist 10 Poison until end of turn.

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3 Man-at-Arms

LEVEL 1 | AC 15 | DEF 11 | SPEED 5 | HP 10

ATTACK ACTIONS

Longsword: +7 vs AC; 10 Damage

Positioning Strike: +7 vs AC; 10 Damage AND slide 1 square

ABILITIES
Human • Martial

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22 Rhek

LEVEL 7 | AC 23 | DEF 18 | SPEED 5 | HP 50

ATTACK ACTIONS

⊕ **Halberd:** (Reach 2) +12 vs AC; 15 Damage

❑ ⸸ **Horn Charge:** (only on charge) +11 vs AC; 5 Damage AND Stunned. RECHARGE at start of this creature's turn if no enemies are adjacent to it.

ABILITIES

Good • Planar

SPECIAL POWERS

Powerful Charge 5: +5 ⸸ Damage on charge.

Resounding Blow: Whenever this creature scores a critical with a ⸸ attack, the target of that attack is also Stunned.

36 Warforged Hero

LEVEL 10 | AC 26 | DEF 22 | SPEED 6 | HP 70

ATTACK ACTIONS

⊕ **Longsword:** +17 vs AC; 15 Damage

ABILITIES

Construct • Warforged • Martial

Stable Footing: Difficult terrain does not affect this creature's movement.

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

❑ **Bloodcut Armor:** Minor action, only while Bloodied; this creature has Resist 10 All until end of its next turn.

Combat Superiority: When this creature hits with an opportunity attack, the target of that attack is also Immobilized.

Powerful Charge 5: +5 ⸸ Damage on charge.

20 Aasimar Favored Soul

LEVEL 7 | AC 20 | DEF 20 | SPEED 6 | HP 45

ATTACK ACTIONS

⊕ **Mace:** +12 vs AC; 10 Damage

❑❑ ✲ **Sound Burst:** (radius 1 within 5) +12 vs DEF (Fort); 5 thunder Damage AND Stunned

ABILITIES

Good • Planar

Illuminator: Creatures within 5 squares of this creature do not benefit from Conceal or Hide and are not invisible.

SPECIAL POWERS

❑ **Revitalize:** Minor action; 1 ally within 5 squares of this creature heals 15 HP. End 1 condition or ongoing damage effect on that ally.

36 Adventuring Wizard

LEVEL 10 | AC 22 | DEF 22 | SPEED 6 | HP 40

ATTACK ACTIONS

⊕ **Staff:** +13 vs AC; 10 Damage

❑ ✧ **Blast of Flame:** (blast 5) +14 vs DEF (Ref); 20 fire Damage, 10 fire on miss

❑ ✈ **Lightning Serpent:** (range 10) +15 vs DEF (Ref); 20 lightning Damage AND ongoing 5 poison Damage (save ends). Hit or miss, the target is Slowed (save ends).

✈ **Magic Missile:** (sight) +15 vs DEF (Ref); 15 Damage, ignore Insubstantial

ABILITIES

Human • Arcane

SPECIAL POWERS

❑ **Staff of Defense:** Use when this creature is targeted by an attack vs DEF; +4 DEF against that attack. RECHARGE if that attack hits.

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16 Bariaur Ranger

LEVEL 6 | AC 20 | DEF 18 | SPEED 7 | HP 45

ATTACK ACTIONS

⊕ **Scimitar:** +11 vs AC; 15 Damage

❑ ⸸ **Headbutt:** (only on charge) +9 vs DEF (Fort); 10 Damage AND Dazed

✈ **Longbow:** (sight) +11 vs AC; 10 Damage

ABILITIES

Fey • Martial

SPECIAL POWERS

Sword and Hoof: If this creature moves at least 2 squares from its starting position and hits with a Scimitar attack, the target of that attack takes +5 Damage AND is pushed 1 square.

31 Cleric of Garl Glittergold

LEVEL 7 | AC 21 | DEF 19 | SPEED 6 | HP 50

ATTACK ACTIONS

⊕ **Handaxe:** +14 vs AC; 15 Damage

✈ **Nimbus of Light:** (range 10) +12 vs DEF (Ref); 10 radiant Damage

ABILITIES

Gnome • Divine

SPECIAL POWERS

❑❑❑ **Ring of Blades:** Use when an enemy adjacent to this creature activates; that enemy takes 10 Damage.

❑❑ **Sanctuary:** Replaces attack action: Until end of round, this creature or 1 adjacent ally cannot be the target of ⸸ or ✈ attacks.

CHAMPION 2 ❑❑

- Use when an enemy misses with a ⸸ or ✈ attack. Until end of its next turn, that enemy cannot attack.
- Use when an enemy misses any target with a ✧ or ✲ attack. That attack instead misses all targets.

26 Crow Shaman

LEVEL 7 | AC 21 | DEF 19 | SPEED F7 | HP 50

ATTACK ACTIONS

⊕ **Handaxe:** +13 vs AC; 10 Damage

✲ **Primal Blast:** (radius 1 within 10) +12 vs DEF (Will); 5 Damage AND each ally damaged by this attack makes an immediate ⊕ attack

❑ ✧ **Wing Storm:** (burst 1) +12 vs DEF (Ref); 15 Damage AND Dazed AND push 1 square. RECHARGE when first Bloodied.

ABILITIES

Human • Primal

Flight

SPECIAL POWERS

❑ **Chastise Spirits:** Minor action; each Elemental, Fey, or Undead creature within 5 squares of this creature takes 10 Damage.

❑❑ **Snake's Swiftness:** Replaces attack action: Nearest ally makes an immediate ⊕ attack.

4 Elf Warrior

LEVEL 1 | AC 14 | DEF 12 | SPEED 6 | HP 20

ATTACK ACTIONS

⊕ **Longsword:** +6 vs AC; 5 Damage

✈ **Longbow:** (sight) +6 vs AC; 10 Damage

ABILITIES

Elf • Martial

SPECIAL POWERS

Elven Teamwork: +2 Attack and +4 DEF (Will) while adjacent to an Elf Martial ally.

52 Frenzied Berserker

LEVEL 12 | AC 18 | DEF 19 | SPEED 8 | HP 120

ATTACK ACTIONS

Greatsword: +15 vs AC; 20 Damage

❑ **Rolling Strike:** +15 vs AC; 30 Damage AND this creature shifts 1 square

ABILITIES

Human • Primal

+4 DEF (Fort)

SPECIAL POWERS

Bloodrage 5: +5 Damage while Bloodied.

Bloodthirsty 10: +10 Damage against Bloodied targets.

Burnout: This creature takes 10 Damage at end of its turn if it did not attack on that turn.

❑ **Death Strike:** Immediate, when destroyed; make a attack.

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43 Half-Elf Bow Initiate

LEVEL 11 | AC 24 | DEF 22 | SPEED 6 | HP 65

ATTACK ACTIONS

Dagger: +16 vs AC; 10 Damage

Longbow: (sight) +16 vs AC; 15 Damage

❑ **Twin Shot:** Make 2 Longbow attacks, each against a different target. RECHARGE when first Bloodied.

ABILITIES

Half-Elf • Martial

SPECIAL POWERS

Close-Quarters Archery: +5 Damage against targets within 5 squares of this creature.

❑ **Cover Fire:** Immediate, when a Martial ally becomes the target of an opportunity attack by an enemy this creature has line of sight to; make a Longbow attack against that enemy. If the Longbow attack hits, the enemy's attack automatically misses. RECHARGE at end of round if an enemy occupies any victory area.

Precise Aim: Keen Critical 19 on attacks.

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27 Longtooth Barbarian

LEVEL 7 | AC 19 | DEF 17 | SPEED 7 | HP 60

ATTACK ACTIONS

Greatsword: +12 vs AC; 20 Damage

ABILITIES

Shapeshifter • Primal • Rage

SPECIAL POWERS

Bloodrage 10: +10 Damage while Bloodied.

❑ **Swift Charge:** Minor action. Use on this creature's turn if it has destroyed an enemy this turn; make a charge attack.

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9 Sharn Cutthroat

LEVEL 3 | AC 18 | DEF 16 | SPEED 6 | HP 25

ATTACK ACTIONS

Dagger: +8 vs AC; 5 Damage

Thrown Dagger: (range 5) +8 vs AC; 5 Damage

ABILITIES

Shapeshifter • Martial • Stealth

SPECIAL POWERS

❑ **Killer:** Use when this creature makes a attack with combat advantage against an enemy of equal or lower Level; +10 Damage on that attack.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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38 Valenar Commander

LEVEL 9 | AC 23 | DEF 21 | SPEED 7 | HP 60

ATTACK ACTIONS

Double Scimitar: +14 vs AC; 15 Damage

❑ **Sirocco Swipe:** (blast 3, usable on charge) +12 vs DEF (Ref); 20 Damage

❑❑ **Twofold Torment:** 2 attacks, each against a different target, +14 vs AC; 15 Damage AND push 4 squares

ABILITIES

Elf • Martial

SPECIAL POWERS

Horselord: +2 Attack and +5 Damage while Mounted.

CHAMPION 3 ❑❑❑

• Use when an ally activates. That ally's attacks have range sight until end of turn.

• Use when an ally is missed by a attack. That ally shifts 1 square.

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16 Formian Warrior

LEVEL 6 | AC 21 | DEF 17 | SPEED 7 | HP 45

ATTACK ACTIONS

Sting: +12 vs AC; 10 + 5 poison Damage

ABILITIES

Planar

SPECIAL POWERS

❑ **Building Anger:** Replaces attack action: -4 Attack and +10 Damage until end of battle.

❑ **Calming Influence:** Minor action; +2 Attack and -5 Damage until end of battle.

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10 Ethereal Filcher

LEVEL 4 | AC 19 | DEF 17 | SPEED 7 | HP 30

ATTACK ACTIONS

Bite: +10 vs AC; 10 Damage

Disruptive Touch: +6 vs DEF (Fort); Weakened

ABILITIES

Aberrant

SPECIAL POWERS

❑ **Ethereal Step:** Use on this creature's turn; this creature has Phasing until end of turn.

❑ **Filch:** Replaces attack action: 1 adjacent creature has -2 Attack and -5 Damage until end of battle AND eliminate this creature.

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55 Ryld Argith

LEVEL 11 | AC 27 | DEF 23 | SPEED 6 | HP 75

ATTACK ACTIONS

Splitter: +15 vs AC; 20 Damage

ABILITIES

Drow • Martial

Unique

Commanding Presence: This creature is treated as having a Champion rating of 4 for determining initiative.

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

Inspire Allies: Evil allies have Keen Critical 19; Good allies have +2 Attack.

Keen Critical 19: Scores criticals on attack rolls of natural 19 or 20.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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57 Wyvern

LEVEL 13 | AC 28 | DEF 25 | SPEED F8 | HP 80

ATTACK ACTIONS

⊕ **Bite:** +18 vs AC; 20 Damage

⸸ **Sting:** +19 vs AC; 15 Damage AND Followup

Followup: +19 vs DEF (Fort); ongoing 15 poison Damage (save ends)

ABILITIES
Beast
Flight

SPECIAL POWERS

Mobile Melee Attack: Can shift immediately after making a ⸸ attack.

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29 Achaierai

LEVEL 8 | AC 22 | DEF 20 | SPEED 8 | HP 55

ATTACK ACTIONS

⊕ **Claws:** +15 vs AC; 15 Damage

❑ ⇜ **Black Cloud:** (burst 2, Achaierai creatures immune) +13 vs DEF (Fort); 10 Damage AND Dazed (save ends); on a critical, target is also Dominated (save ends both). RECHARGE when first Bloodied.

ABILITIES
Evil • Magical Beast • Achaierai
Reach 2

SPECIAL POWERS

Keen Critical 18: Scores criticals on attack rolls of natural 18+.

Prey on the Weak-Minded: Whenever a Dazed or Dominated enemy activates within Reach, make a ⊕ attack against that enemy.

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21 Bladebearer Hobgoblin

LEVEL 6 | AC 20 | DEF 18 | SPEED 6 | HP 50

ATTACK ACTIONS

⊕ **Short Sword:** +13 vs AC; 10 Damage

⸸ **Dual Strike:** Make 2 ⊕ attacks against a single target.

ABILITIES
Goblin • Hobgoblin • War

SPECIAL POWERS

Bounty: Whenever this creature destroys an enemy champion, score +10 VP.

Keen Critical 18: Scores criticals on attack rolls of natural 18+.

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5 Dekanter Goblin

LEVEL 1 | AC 14 | DEF 13 | SPEED 5 | HP 25

ATTACK ACTIONS

⊕ **Claws:** +4 vs AC; 15 Damage

❑ ⸸ **Gore:** (only on charge) +5 vs AC; 25 Damage AND push 1 square

ABILITIES
Goblin • Primal

SPECIAL POWERS

❑ **Regeneration 10:** Use at start of this creature's turn; this creature heals 10 HP.

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26 Destrachan

LEVEL 7 | AC 22 | DEF 20 | SPEED 7 | HP 55

ATTACK ACTIONS

⊕ **Claw:** +14 vs AC; 15 Damage

❑❑ ⇜ **Bellowing Blast:** (blast 5) +12 vs DEF (Fort); 15 thunder Damage AND Dazed

⤳ **Sound Pulse:** (range 10) +12 vs DEF (Ref); 10 thunder Damage

ABILITIES
Magical Beast
Resist 10 Thunder
Blind; Blindsight 10

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6 Emerald Claw Soldier

LEVEL 2 | AC 21 | DEF 17 | SPEED 6 | HP 5

ATTACK ACTIONS

⊕ **Flail:** +10 vs AC; 10 Damage

ABILITIES
Evil • Human • Martial • Minion
Evasion: Never takes damage from a missed attack.

SPECIAL POWERS

❑ **Disarm:** Use when this creature hits with a ⊕ attack; the target of that attack has -10 ⸸ Damage until end of target's next turn.

Minion Attack 5: +5 ⸸ Damage while a Minion ally is adjacent to target.

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8 Fiendish Dire Weasel

LEVEL 3 | AC 19 | DEF 15 | SPEED 7 | HP 30

ATTACK ACTIONS

⊕ **Bite:** +10 vs AC; 10 Damage

⸸ **Blood Drain:** +8 vs DEF (Fort); ongoing 5 Damage (save ends)

ABILITIES
Evil • Beast

SPECIAL POWERS

Fiendish Flurry: Use at start of this creature's turn; 2 enemies adjacent to this creature each take 5 Damage.

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28 Green Dragon

LEVEL 8 | AC 23 | DEF 19 | SPEED F10 | HP 60

ATTACK ACTIONS

⊕ **Bite:** +12 vs AC; 15 Damage

❑ ⇜ **Poison Breath:** (blast 5) +10 vs DEF (Fort); 10 poison Damage AND ongoing 10 poison Damage (save ends). RECHARGE when first Bloodied.

ABILITIES
Dragon
Flight

CHAMPION 1 ❑

- Use when an ally pushes or pulls an enemy. Increase the distance pushed or pulled by 1 square.
- Use when an enemy ends its turn adjacent to an ally. That ally shifts 1 square.

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33 Half-Elf Hexblade

LEVEL 9 | AC 25 | DEF 21 | SPEED 6 | HP 60

ATTACK ACTIONS

Scimitar: +16 vs AC; 15 Damage

Bestow Curse: (sight) +14 vs DEF (Will); 10 Damage AND until this creature is destroyed, target has -4 Attack, -5 Damage, and -4 DEF

ABILITIES

Evil • Half-Elf • Martial

+4 DEF (Will)

SPECIAL POWERS

Cruel Hexer: +10 Damage against targets affected by Bestow Curse.

Phantom Threat: Minor action, only once per turn; choose 1 adjacent enemy; that enemy grants combat advantage until start of this creature's next turn.

13 Half-Illithid Lizardfolk

LEVEL 5 | AC 19 | DEF 17 | SPEED 6 | HP 40

ATTACK ACTIONS

Short Sword: +12 vs AC; 10 Damage

Mind Blast: (blast 3) +10 vs DEF (Will); 10 Damage AND Stunned. RECHARGE when first Bloodied.

ABILITIES

Aberrant • Lizardfolk • Mind Flayer

+4 DEF (Will)

SPECIAL POWERS

Thrall of the Illithid: Use when this creature declares a Mind Blast attack; if it is within 5 squares of an allied Mind Flayer champion, +5 Damage on that attack.

65 Hook Horror

LEVEL 13 | AC 25 | DEF 20 | SPEED 6 | HP 95

ATTACK ACTIONS

Hook: +15 vs AC; 20 Damage

Latch On: (Nonadjacent smaller target only) +13 vs DEF (Fort); 30 Damage AND pull 1 square

Thresh: (Only when no enemies are adjacent) Make 2 attacks.

ABILITIES

Aberrant

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Evil Soul: +5 Damage while in a warband with an Evil champion.

Lethal: +4 Attack against Bloodied targets.

14 Iron Cobra

LEVEL 5 | AC 20 | DEF 16 | SPEED 6 | HP 40

ATTACK ACTIONS

Bite: +13 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)

Poison the Mind: (range 10, only against targets taking ongoing poison damage) +8 vs DEF (Will); Dazed AND Slowed (Poison, save ends both)

ABILITIES

Construct

Guard Area: Resist 5 All while in a victory area.

SPECIAL POWERS

Slithering Shift: Replaces move action: Shift 3 squares. Use only when within 5 squares of an allied champion.

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11 Kobold Champion

LEVEL 4 | AC 20 | DEF 16 | SPEED 5 | HP 40

ATTACK ACTIONS

Short Sword: +11 vs AC; 10 Damage

Distracting Strike: +11 vs AC; 5 Damage AND 1 ally adjacent to target can make an immediate attack against that target

ABILITIES

Kobold • Martial

SPECIAL POWERS

Shifty: Minor action; shift 1 square.

Skittish Defender: While this creature is not Bloodied, whenever an enemy adjacent to it targets an ally with a attack, this creature can make an immediate attack against that enemy.

Sneaky Desperation: While Bloodied, whenever this creature is targeted by a attack, it can redirect that attack to an adjacent ally.

20 Kobold Sorcerer

LEVEL 6 | AC 16 | DEF 16 | SPEED 6 | HP 40

ATTACK ACTIONS

Icy Touch: +11 vs DEF (Fort); 5 cold OR necrotic Damage

Magic Missile: (sight) +11 vs DEF (Ref); 10 Damage, ignore Insubstantial

Sleet Storm: (radius 1 within sight) +11 vs DEF (Ref); 15 cold Damage AND Slowed

ABILITIES

Kobold • Arcane

SPECIAL POWERS

Dragon Ancestry: +5 Damage while within 5 squares of an allied Dragon champion.

Shifty: Minor action; shift 1 square.

CHAMPION 1

Warband Building: All Kobold creatures are legal in your warband.

- Use at start of round. Kobold and Dragon allies in your victory areas at start of round have Conceal 6 until end of round.
- Use when this creature ends its turn in your victory area. Each ally can immediately shift.

38 Mind Flayer Telepath

LEVEL 10 | AC 23 | DEF 23 | SPEED 6 | HP 65

ATTACK ACTIONS

Tentacles: +16 vs AC; 10 Damage AND Immobilized

Mind Blast: (blast 5) +15 vs DEF (Will); 15 psychic Damage AND Stunned. RECHARGE when this creature destroys a Stunned creature.

Psychic Scream: (burst 3, enemies only) +15 vs DEF (Fort); 15 Damage AND Slowed (save ends)

ABILITIES

Evil • Mind Flayer • Psionic

+4 DEF (Will)

SPECIAL POWERS

Devour Brain: When this creature's attack destroys an enemy, this creature heals 20 HP.

3 Mongrelfolk

LEVEL 1 | AC 12 | DEF 10 | SPEED 6 | HP 10

ATTACK ACTIONS

Club: +3 vs AC; 15 Damage

ABILITIES

Goblin • Kobold • Orc

Wandering Monster: Sets up in a random victory area.

9 Myconid Guard

LEVEL 4 | AC 18 | DEF 16 | SPEED 5 | HP 30

ATTACK ACTIONS

Slam: +11 vs AC; 10 Damage

Pacification Spores: (burst 1, living creatures only) +9 vs DEF (Will); until end of its next turn, target cannot attack

ABILITIES
Plant • Myconid

SPECIAL POWERS

Roots of the Colony: Use when a Myconid ally within 5 squares of this creature is hit by an attack; that attack deals half damage to that ally and to this creature.

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15 Sahuagin Ranger

LEVEL 5 | AC 21 | DEF 17 | SPEED 6 | HP 45

ATTACK ACTIONS

Trident: +12 vs AC; 10 Damage

ABILITIES
Sahuagin • Aquatic

SPECIAL POWERS

Bloodrage 5: +5 Damage while Blooded.

Borderlands Slayer: +5 Damage against Borderlands creatures.

Opportunistic Strike: Use when an adjacent flanked enemy shifts; make a attack against that enemy.

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12 Silent Wolf Goblin

LEVEL 4 | AC 18 | DEF 16 | SPEED 6 | HP 35

ATTACK ACTIONS

Short Sword: +10 vs AC; 10 Damage

Throatslitter: (only with combat advantage) +8 vs DEF (Fort); 10 Damage AND ongoing 5 Damage (save ends). RECHARGE when this creature moves at least 3 squares on its turn.

ABILITIES
Goblin • Stealth

SPECIAL POWERS

Pack Hunter +2: +2 Attack while within 3 squares of a Goblin ally.

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28 Skullsplitter

LEVEL 7 | AC 19 | DEF 17 | SPEED 7 | HP 60

ATTACK ACTIONS

Greataxe: +10 vs AC; 20 Damage

Skullsplitter: (burst 1) +10 vs AC; 25 Damage AND ongoing 5 Damage (save ends)

ABILITIES
Human • Primal

SPECIAL POWERS

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack.

Unnerving Demeanor: Creatures cannot use Champion powers while adjacent to this creature.

CHAMPION 1

- Use at start of round. Allies have +2 Speed until end of round.
- Use at start of round. Until end of round, whenever an ally becomes Bloodied, it takes 5 Damage and has +5 Damage until end of battle.

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51 Flesh Golem

LEVEL 12 | AC 22 | DEF 22 | SPEED 6 | HP 75

ATTACK ACTIONS

Slam: +15 vs AC; 30 Damage

Golem Rampage: (only on charge) +13 vs DEF (Ref); 25 Damage AND push 2 squares AND this creature makes a Wild Flail attack. RECHARGE when an attack deals 20 Damage to this creature.

Wild Flail: (burst 2) +13 vs DEF (Ref); 20 Damage

ABILITIES
Construct
Resist 5 All
Reach 2

SPECIAL POWERS

Arcane Guidance: This creature loses Murderous while within 5 squares of an Arcane ally.

Murderous: On its turn, this creature cannot move or attack a non-Bloodied enemy while a Bloodied enemy is adjacent.

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12 Carrion Tribe Barbarian

LEVEL 4 | AC 14 | DEF 12 | SPEED 7 | HP 50

ATTACK ACTIONS

Greatclub: +7 vs AC; 20 Damage

Killing Blow: +4 vs AC, or +9 if target is Bloodied; 30 Damage

ABILITIES
Human • Primal

SPECIAL POWERS

Godless: -4 Attack while in a warband with a Divine ally.

Hatred of the Divine: On its turn, this creature cannot move or attack a non-Divine enemy while a Divine enemy is adjacent.

Revel in Bloodshed: Use when this creature destroys an enemy; RECHARGE Killing Blow OR this creature gains +15 HP.

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14 Choker

LEVEL 4 | AC 20 | DEF 18 | SPEED 6 | HP 35

ATTACK ACTIONS

Tentacle Claw: +8 vs AC; 5 Damage AND Immobilized

Choke: (Immobilized target only) automatic 10 Damage

ABILITIES
Choker

Wall Walker: This creature is considered to have Flight while moving if it begins its move adjacent to a wall.

Hide; Reach 2

SPECIAL POWERS

Body Shield: Redirect a or attack against this creature to an adjacent Immobilized enemy other than the attacker. RECHARGE when this creature hits with a attack.

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51 Chuul

LEVEL 12 | AC 29 | DEF 25 | SPEED 6 | HP 75

ATTACK ACTIONS

Claw: +18 vs AC; 10 Damage (20 Damage against Immobilized targets)

Double Attack: Make 2 attacks against a single target; if both hit, target is Immobilized (save ends)

ABILITIES
Aberrant

SPECIAL POWERS

Tentacle Net: Whenever this creature hits with an opportunity attack, the target of that attack is Immobilized.

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33 Fiendish Giant Praying Mantis

LEVEL 9 | AC 25 | DEF 18 | SPEED 5 | HP 65

ATTACK ACTIONS

Scything Claw: +11 vs AC; 15 Damage

Twin Scythe: Use only when this is the last creature you activate in a round; attack 2 different targets, +8 vs AC; 25 Damage each. RECHARGE when this creature moves at least 4 squares with a single action.

ABILITIES

Evil • Magical Beast

SPECIAL POWERS

Predatory Leap: While charging, this creature has +2 Speed and Flight.

Stalker: +4 Attack and +10 Damage while no other creature is adjacent to target.

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26 Gibbering Mouther

LEVEL 8 | AC 20 | DEF 20 | SPEED 4 | HP 55

ATTACK ACTIONS

Bite: +14 vs AC; 10 Damage AND ongoing 5 acid Damage (save ends)

Gibbering: (burst 3) +13 vs DEF (Will); 10 psychic Damage AND Dazed

Gibbering Feast: (burst 3, Dazed creatures only) +12 vs AC; 15 Damage AND ongoing 5 acid Damage (save ends). RECHARGE when a Dazed creature is destroyed.

ABILITIES

Aberrant • Magical Beast

+4 DEF (Fort)

Resist 10 Acid

Immune Confused, Dazed, Flanking

Wandering Monster

SPECIAL POWERS

Warped Ground: All squares adjacent to this creature count as difficult terrain for enemies.

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3 Gnoll

LEVEL 1 | AC 13 | DEF 13 | SPEED 6 | HP 15

ATTACK ACTIONS

Battleaxe: +5 vs AC; 10 Damage

ABILITIES

Gnoll

SPECIAL POWERS

Bloodrage 5: +5 Damage while Bloodied.

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5 Gnoll Skeleton

LEVEL 2 | AC 16 | DEF 14 | SPEED 6 | HP 25

ATTACK ACTIONS

Battleaxe: +9 vs AC; 10 Damage

ABILITIES

Undead

Immune Poison

Vulnerable 5 Radiant

SPECIAL POWERS

Speed of the Dead: +2 Attack and +5 Damage on opportunity attacks.

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31 Ice Troll

LEVEL 9 | AC 21 | DEF 19 | SPEED 6 | HP 75

ATTACK ACTIONS

Maul: +12 vs AC; 25 Damage

Freezing Sweep: (blast 3) +10 vs DEF (Fort); 20 + 10 cold Damage AND Slowed AND target has Vulnerable 5 All until end of its next turn. RECHARGE when this creature would take cold Damage.

ABILITIES

Troll • Cold

Reach 2; Resist 10 Cold

Vulnerable 15 Acid, Fire

Iceblood: Whenever this creature takes fire damage, it has -2 Attack and -5 Damage until end of its next turn.

SPECIAL POWERS

Regeneration 10: Use at start of this creature's turn; this creature heals 10 HP.

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9 Mad Slasher

LEVEL 3 | AC 15 | DEF 15 | SPEED 6 | HP 30

ATTACK ACTIONS

Slash: +8 vs AC; 10 Damage

Frenzied Slash: +10 vs AC; 5 Damage AND this creature shifts and makes this attack again (maximum 3 attacks per turn)

ABILITIES

Aberrant • Beast

Scuttling Shift: Can shift 3 squares instead of 1.

SPECIAL POWERS

Incited: Whenever this is the first creature you activate in a round, it has +2 Speed until end of its turn. RECHARGE Frenzied Slash.

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12 Mountain Orc

LEVEL 4 | AC 14 | DEF 14 | SPEED 7 | HP 45

ATTACK ACTIONS

Greataxe: +7 vs AC; 20 Damage

Wild Swing: (burst 1) +5 vs AC; 25 Damage. RECHARGE when this creature is damaged by an attack.

ABILITIES

Orc • Primal

SPECIAL POWERS

Cruel Discipline: +2 Attack while Bloodied.

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29 Ogre Zombie

LEVEL 9 | AC 18 | DEF 18 | SPEED 5 | HP 80

ATTACK ACTIONS

Greatclub: +12 vs AC; 25 Damage

Ponderous Swing: (only if this creature does not move this turn) +12 vs AC; 30 Damage AND push 2 squares

ABILITIES

Undead

Reach 2

SPECIAL POWERS

Long Wind-Up: Whenever this creature is the last creature you activate in a round, it has +5 Damage until end of its turn.

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24 Orc Sergeant

LEVEL 7 | AC 24 | DEF 20 | SPEED 6 | HP 55

ATTACK ACTIONS

Standard: **Falchion:** +15 vs AC; 10 Damage

Standard ❑: **Hamstring Slash:** +13 vs AC; 15 Damage AND Immobilized

ABILITIES

Orc • Martial

CHAMPION 1 ❑

Warband Building: All Goblin and Orc creatures are legal in your warband.

- Use when a creature of Level 7 or lower becomes Bloodied. That creature has +5 Damage until end of battle.
- Use at start of round. Goblin and Orc allies have +2 Attack and +5 Damage until end of round.

8 Taer

LEVEL 3 | AC 15 | DEF 13 | SPEED 6 | HP 35

ATTACK ACTIONS

Standard: **Slam:** +6 vs AC; 15 Damage

ABILITIES

Beast • Taer

Resist 5 Cold

Vulnerable 5 Fire

SPECIAL POWERS

Powerful Charge 5: +5 Damage on charge.

Stench: Adjacent living creatures have -2 Attack; Taer creatures immune.

48 Yuan-Ti Abomination

LEVEL 12 | AC 28 | DEF 24 | SPEED 7 | HP 75

ATTACK ACTIONS

Standard: **Falchion:** (Reach 2) +19 vs AC; 20 Damage

Abomination Bite: (Immobilized target only) +17 vs DEF (Fort); 10 Damage AND ongoing 10 poison Damage (save ends)

Grasping Coils: +17 vs DEF (Ref); Immobilized

ABILITIES

Evil • Reptile • Yuan-Ti

SPECIAL POWERS

Trapping Tail: Minor action, once per turn; make a Grasping Coils attack.

28 Yuan-Ti Halfblood

LEVEL 8 | AC 22 | DEF 20 | SPEED 6 | HP 55

ATTACK ACTIONS

Standard: **Bite:** +15 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)

Standard ❑: **Halfblood Curse:** (burst 5, enemies only) +13 vs DEF (Will); 10 psychic Damage AND targets taking ongoing poison damage cannot move closer to this creature (save ends)

Longbow: (sight) +13 vs AC; 10 Damage

Suggestion: (range 10) +13 vs DEF (Will); Immobilized

ABILITIES

Evil • Reptile • Yuan-Ti

+4 DEF (Will)

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Aberrations™ *Credits*

DUNGEONS & DRAGONS ***Miniatures Battle Rules***
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